GAME REVIEWS

CLUG: THE COMMUNITY LAND USE GAME, by Allan G. Feldt. 4-12 hours. 5-25 players. Player's Manual (1972) available from The Free Press, Department FNY, Riverside, NJ 08075. Complete kit $68 (discounts available for educational institutions) available from The Small Systems Guild, 3105 Sunnywood, Ann Arbor, MI 48103. Simplified set of rules (12 pages) available free from Dr. Feldt, Urban Planning Dept., The University of Michigan.

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Allan Feldt has revised the COMMUNITY LAND USE GAME (CLUG), and the new version of the game is more fun to play and easier to operate.

The original version, available for over 15 years, is well known and was reviewed in this journal. Therefore, I will assume that the reader is familiar with that version of the game.

New CLUG looks different. The board is smaller. The homogeneous plain and gridiron pattern are interrupted by a river that runs through the board from top to bottom. By putting the terminal on the river and the intersection of the primary local transport nodes at a different location, two important access points are established. The terminal provides access to the rest of the world. The intersection is the point of maximum access for locally oriented land uses. Thus an industrial district generally forms around the terminal while a commercial and high-density residential area forms a "downtown" or CBD around the other node.

The nine steps of play generate the series of interdependent decisions that makes CLUG an interesting and educational tool for game players of all ages: Buy land, construct utilities, construct land uses, establish employment contracts, establish shopping affiliations, receive payments, pay transportation costs, pay taxes, and renovate facilities. Ten-sided dice are used in the last step to indicate the location of condemned property. In the new version, surrounding developed properties are also affected negatively, simulating the neighborhood effects of physical deterioration or economic decline.

The underlying theory and flow of play have not changed. CLUG simulates the urban development process, placing emphasis on access and transportation costs, on public investments and regulations, and on an economic base-driven economy. The game creatively combines real estate development decisions, public sector decisions, and decisions by economic actors occupying the various land uses.

Utilities are provided at sites without being connected to any utility plant as in the original version. Players now determine development densities with having to service contiguous sites.

One set of identical pieces represents residential (4 density levels), commercial (2 retail and 1 office use), industrial (2 levels of economic-base activity), and a newly added regional office use that represents the headquarters functions of a large corporation. Team ownership of sites or uses is indicated by chips that are placed on the site or use. Chips are in five colors, one for each team. Pins representing utility service levels and thin wooden sticks representing "highway" lengths work very well. Pins used to show affiliations and black flags indicating condemned/obsolete/closed uses remain clumsy to use. Hopefully, Dr. Feldt will find substitutes for these artifacts in the next version of the game. The alpha-numeric system used to identify locations is more simple than the original numerical coding system but less flexible and precise.

The public sector initiates recruitment of the regional office by expending $2,000. The locality has a 10% chance of success. The odds can be increased by 10% for each of the following: by having at least 20 residential units on the board, having another regional headquarter, staying within 30% of the debt limit, offering a free serviced site, or offering a low-interest loan. If the players win the headquarters, it employs 4 workers and is operated by the banker rather than by any team.

This new version does even better job of simulating the dynamics and pitfalls of urban development than the older version.

Note. A new computer teleconference version, CONFER-GLUG, is currently being played out of the University of Michigan by players around the United States.

CARIBBEAN FISHERMAN, by Rex Walford. 1-500 or more participants (extremely flexible). 1 hr. to 1 semester (extremely flexible). Complete manual (17 pp., 1986) available from Cambridge Publishing

Services, Oatlands, High Street, Cambridge CB3 8LT, Great Britain. Approx. $8.00.

ST. PHILLIP, by Rex Walford. Basically 14-30 participants (suggestions included for accommodating a larger participant group). One 80-min. session or one 40-min. session (briefing and preparation) followed by an 80-min. session (simulation and debriefing); the latter is recommended. Complete manual (16 pp., 1986) available from Cambridge Publishing Services, Oatlands High Street, Cambridge CB3 8LT, Great Britain. Approx. $8.00.

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CARIBBEAN FISHERMAN and ST. PHILLIP are a wonderful pair of simulations that deal with problem situations typical of those faced by many Third World countries. While each simulation can stand alone, they were designed to complement one another. As such, they can be used quite effectively in sequence.

CARIBBEAN FISHERMAN is a simulation activity about the lives of fishermen on a small island in the West Indies called St. Phillip. Participants assume the roles of islanders who make their living from fishing. Their primary concern is to catch and sell enough shellfish each week to raise the $80 required just to provide for essentials—foods, shelter, and clothing. Each day a decision must be made to fish either inshore or offshore. It is always safe to fish inshore, but the shellfish are small and are of less value to market traders. The bigger shell-fish are found offshore, and these bring a higher price in the market. However, a strong and unpredictable storm current runs in the offshore area, and sometimes pots are swept away and lost and new ones must be purchased. When there is a freak storm, which is very rare, boats fishing offshore may be lost and must be replaced.

Since this simulation is not dependent on interaction between participants, it can be played by a single individual or run with groups of widely varying sizes. Each round of play begins with participants making decisions about where to fish with the six pots they are allocated—inshore, offshore, or a combination. This having been done, a die is thrown to determine the weather—a good or bad day. The value